

DUNGEONS & DRAGONS® STRANGER THINGS



CHARACTER NAME

Ranger 3

CLASS & LEVEL

Half-Orc

RACE

Outlander

BACKGROUND

Neutral Good

ALIGNMENT

PLAYER NAME

900

EXPERIENCE POINTS

INSPIRATION

+3

16

DEXTERITY

+2

14

CONSTITUTION

+2

14

INTELLIGENCE

+0

10

WISDOM

+1

12

CHARISMA

+0

10

+5 Strength

+4 Dexterity

+2 Constitution

+0 Intelligence

+1 Wisdom

+0 Charisma

SAVING THROWS

+2 Acrobatics (Dex)

+3 Animal Handling (Wis)

+0 Arcana (Int)

+5 Athletics (Str)

+0 Deception (Cha)

+0 History (Int)

+3 Insight (Wis)

+2 Intimidation (Cha)

+0 Investigation (Int)

+1 Medicine (Wis)

+0 Nature (Int)

+3 Perception (Wis)

+0 Performance (Cha)

+0 Persuasion (Cha)

+0 Religion (Int)

+2 Sleight of Hand (Dex)

+2 Stealth (Dex)

+3 Survival (Wis)

*See your equipment.
SKILLS

13

PASSIVE WISDOM (PERCEPTION)

Languages. Common, Orc, Deep Speech, Elvish**Proficiencies.** Animal Handling, Athletics, horn, Insight, Intimidation, light armor, martial weapons, medium armor, Perception, shields, simple weapons, Survival

OTHER PROFICIENCIES & LANGUAGES

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PLAYER NAME

900

EXPERIENCE POINTS

16
ARMOR CLASS+2
INITIATIVE30 ft.
SPEED

Hit Point Maximum: 28

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 3d10

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

NAME

ATK BONUS

DAMAGE/TYPE

Longbow

+6

1d8 + 2 piercing

Shortsword

+5

1d6 + 3 piercing

Colossus Slayer. Your tenacity can wear down the most potent foes. When you hit a creature with a weapon attack, the creature takes an extra 1d8 damage if it's below its hit point maximum. You can deal this extra damage only once per turn.

Spell Slots. You have three 1st-level spell slots. To cast a spell, you must expend a slot of the spell's level or higher.

Spells Known. You know the following spells: *cure wounds*, *hunter's mark*, and *longstrider*.

ATTACKS & SPELLCASTING

CP

SP

EP

GP

PP

- Scale Mail
- Shortsword
- Longbow
- Arrows (20)
- Backpack
- Bedroll
- Traveler's Clothes
- Hunting Trap
- Mess Kit
- Rations (1 day) (10)
- Hempen Rope (50 feet)
- Tinderbox
- Torch (10)
- Waterskin
- Staff

EQUIPMENT

Favored Enemy (Monstrosities). You have significant experience studying, tracking, and hunting monstrosities. You have advantage on Wisdom (Survival) checks to track monstrosities, as well as on Intelligence checks to recall information about them.

Natural Explorer (Forest). You are particularly familiar with forests and are adept at traveling and surviving in such regions. When you make an Intelligence or Wisdom check related to forests, your proficiency bonus is doubled if you are using a skill you are proficient in. While traveling for an hour or more in a forest, you gain the following benefits:

- Difficult terrain doesn't slow your group's travels.
- Your group can't become lost except by magical means.
- Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger.
- If you are traveling alone, you can move stealthily at a normal pace.
- When you forage, you find twice as much food as you normally would.
- While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area.

Fighting Style (Archery). You gain a +2 to attack rolls you make with ranged weapons (included).

Spellcasting Ability. Wisdom is your spellcasting ability for your ranger spells, since your magic draws on your attunement to nature. The saving throw DC to resist a spell you cast is 11. Your attack bonus when you make an attack with a spell is +3. See the rulebook for rules on casting your spells.

Primeval Awareness. You can use your action and expend one ranger spell slot to focus your awareness on the region around you. For 1 minute per level of the spell slot you expend, you can sense whether the following types of creatures are present within 1 mile of you (or up to 6 miles if you are in a forest): aberrations, celestials, dragons, elementals, fey, fiends, and undead. This doesn't reveal the creatures' location or number.

Relentless Endurance. When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

Savage Attacks. When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

FEATURES & TRAITS

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

Half-Orc

Orc and human tribes sometimes form alliances, joining forces into a larger horde to the terror of civilized lands nearby. When these alliances are sealed by marriages, half-orcs are born. Some half-orcs rise to become proud chiefs of orc tribes, their human blood giving them an edge over their full-blooded orc rivals. Some venture into the world to prove their worth among humans and other more civilized races. Many of these become adventurers, achieving greatness for their mighty deeds and notoriety for their barbaric customs and savage fury.

Half-orcs' grayish pigmentation, sloping foreheads, jutting jaws, prominent teeth, and towering builds make their orcish heritage plain for all to see. Orcs regard battle scars as tokens of pride and ornamental scars as things of beauty.

Half-orcs feel emotion powerfully. Rage doesn't just quicken their pulse; it makes their bodies burn. An insult stings like acid, and sadness saps their strength. But they laugh loudly and heartily, and simple bodily pleasures—feasting, drinking, wrestling, drumming, and wild dancing—fill their hearts with joy. They tend to be short-tempered and sometimes sullen, more inclined to action than contemplation and to fighting than discussing. The most accomplished half-orcs are those with enough self-control to get by in a civilized land.

Ranger

Warriors of the wilderness, rangers specialize in hunting the monsters that threaten the edges of civilization. They learn to track their quarry as a predator does, moving stealthily through the wilds and hiding themselves in brush and rubble. Rangers focus their combat training on techniques that are particularly useful against their specific favored foes.

Though a ranger might make a living as a hunter, a guide, or a tracker, a ranger's true calling is to defend the outskirts of civilization from the ravages of monsters and humanoid hordes that press in from the wild. A ranger's talents and abilities are honed with deadly focus on the grim task of protecting the borderlands.

Spellcasting. Thanks to their familiarity with the wilds, rangers acquire the ability to cast spells that harness nature's power, much as a druid does. Their spells, like their combat abilities, emphasize speed, stealth, and the hunt. See chapter 4 of the rulebook for general rules of spellcasting.

Background

You grew up in the wilds, far from civilization and the comforts of town and technology. You've witnessed the migration of herds larger than forests, survived weather more extreme than any city-dweller could comprehend, and enjoyed the solitude of being the only thinking creature for miles in any direction. The wilds are in your blood, whether you were a nomad, an explorer, a recluse, a hunter-gatherer, or even a marauder. Even in places where you don't know the specific features of the terrain, you know the ways of the wild.

Wanderer. You have an excellent memory for maps and geography, and you can always recall the general layout of terrain, settlements, and other features around you. In addition, you can find food and fresh water for yourself and up to five other people each day, provided that the land offers berries, small game, water, and so forth.

Gaining Levels

As you adventure and overcome challenges, you gain experience points (XP), as explained in the rulebook.

With each level you gain, you gain one additional Hit Die and add $1d10$ (or 6) + 2 to your hit point maximum.

You gain access to more spells as you gain levels. The Spellcasting Advancement table shows how many ranger spells you know as well as how many spell slots you have to cast your spells of 1st level and higher.

SPELLCASTING ADVANCEMENT

—SPELL SLOTS PER SPELL LEVEL—

Level	Spells Known	1st	2nd	3rd
3rd	3	3	—	—
4th	3	3	—	—
5th	4	4	2	—

4TH LEVEL: 2,700 XP

Ability Score Improvement. Your Wisdom increases to 14, which has the following effects:

- Your Wisdom modifier becomes +2.
- Your spell saving throw DC increases to 12.
- Your bonus for your spell attacks increases to +4.
- Your modifier to Wisdom saving throws increases by 1.
- Your modifier to Wisdom-based skills increases by 1.

5TH LEVEL: 6,500 XP

Spells Known: You learn one additional ranger spell.

Add one of the following to your Spells Known list: *lesser restoration*, *pass without trace*, or *silence*.

Spells. You can now cast 2nd-level spells and gain two 2nd-level spell slots.

Extra Attack. You can attack twice, instead of once, whenever you take the Attack action on your turn.

Proficiency Bonus. Your proficiency bonus increases to +3, which has the following effects:

- Your attack bonus increases by 1 for your spell attacks and for weapons you're proficient with.
- Your spell saving throw DC increases by 1.
- Your modifier for saving throws and skills you're proficient in (indicated by a ●) increases by 1.

IMPROVING YOUR ARMOR

As you acquire treasure, you can buy better armor to improve your Armor Class. The rulebook contains equipment, including armor.